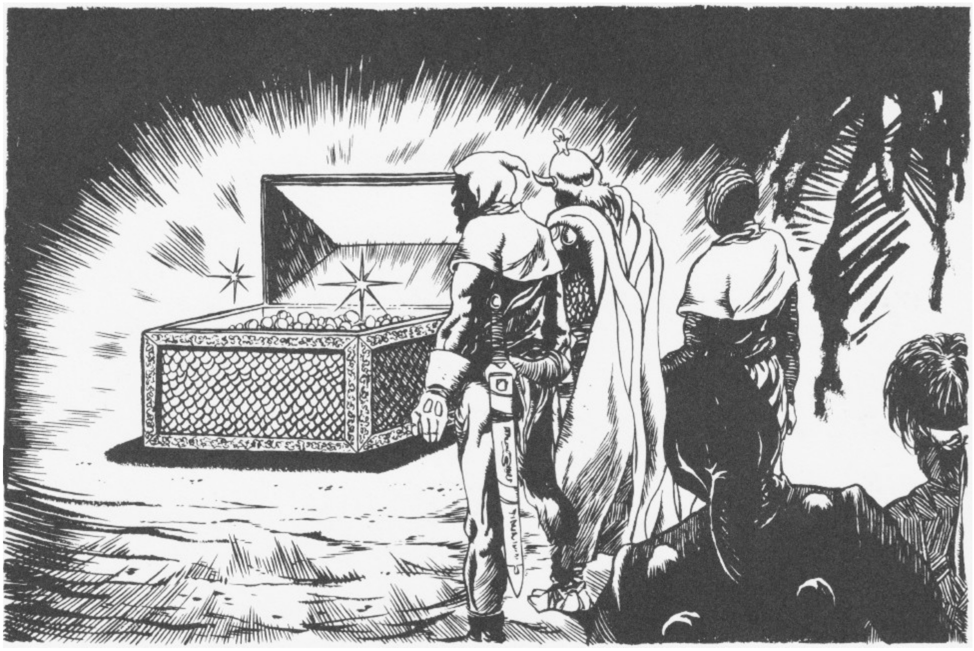
Wizardry RPG: How to use the scenario

This set contains three scenarios that use the *Wizardry RPG* rules, designed so that the Master can immediately gather players and start playing. These are for the Master only, so anyone intending to play should not read the contents.
The Master should carefully read these beforehand to grasp the situations before starting the game. That said, there's no need to memorize every number in detail. Those are mostly combat data, and once you get used to how battles work, you'll be able to handle things as they come up. What's more important is to understand the structure of each dungeon or building, and where and how events will occur. That way, no matter what the players try, you'll be able to respond without panicking.
Proving Grounds of the Mad Overlord is an arrangement of the massive 10-floor dungeon from the computer game. Since the format differs from the computer version, each floor isn't that large, but still, floors 1–4 will each take about 2–3 hours to play, and floors 5 and beyond will take longer. Floors 1–4 are designed as scenarios for newly created PCs to tackle first. Except for floors 7 and 8, the floors aren't especially connected, so as long as you've read the section for each floor, you should be able to start right away (though of course, it's best to read through the whole thing).
Sponsor is Boltac and *Bride of the Black Crystal* are scenarios using the *Wizardry RPG*'s "Open Field Adventure" rules, and each of these takes about 4–6 hours.
One thing computer game veterans should note is that, unlike in the computer game, there's basically no repetition. Once you defeat or claim the monsters and treasures preset in the scenario for each floor, they won't appear again. Of course, in some cases random encounters will occur multiple times (for example, on floor 3), but not too frequently. So you can't (basically) wander around the same place defeating weak monsters repeatedly to level up, like in the computer game.
Instead, this RPG is designed with the assumption that the Master will create their own scenarios, gradually giving players more experience. Those who've run these scenarios will understand how easy it is to make your own. Simply draw a dungeon map on graph paper, place treasures, traps, and monsters with reference to the rulebook and scenarios, think up a small story, and that's enough (you can even reuse the random encounter tables from the scenarios). In terms of ease of scenario creation, we proudly claim this RPG ranks among the best.
On the other hand, those already familiar with tabletop RPGs should also note something: as mentioned earlier, since the focus here is on easy scenario creation, atmosphere has been kept to a minimum. Masters who want to emphasize story, world-building, or character interaction should expand those parts freely themselves. For example, while most traps here are attached to treasure chests, you could certainly devise traps more integrated into dungeon structures.
Likewise, the NPCs and story elements that appear within the underground dungeons can be developed in many ways if you put some thought into it. Flavor elements are also very important in tabletop RPGs, so veteran Masters shouldn't be bound only by what's written here—experiment and add more.
Also, each scenario includes some new monsters not found in the rulebook, as well as special monsters with slight modifications to their rulebook data. In all such cases, use the data given in the scenario as priority (for monsters not described in the scenario, refer to the rulebook).
Using these as a reference, Masters should also try creating new monsters of their own.